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# PLANNING

HEALTHY COMMUNITIES • SUSTAINABLE COMMUNITIES

Journal

A vibrant, stylized illustration of a cityscape. A large white outline of a human face is superimposed over the scene, with the face's features (eyes, nose, mouth) corresponding to the city's elements. The city includes buildings, a winding river with fish, a cyclist, a car, and a bus. The color palette is rich with blues, greens, oranges, and reds.

**PLANNING THE  
PUBLIC REALM**



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## BILLBOARD

### Learn. Network. Be Inspired.

OPPI's 2016 Annual General Meeting will be held October 5 from 5:30-6:30 p.m. during the OPPI Symposium at the Hamilton Convention Centre. Prior to the AGM, we will recognize outgoing Council members, Member Service Award winners, our Gerald Carrothers, Ronald M. Keeble and Paul J. Stagl 2016 scholarship winners and those Full Members who have been with OPPI for 25 years. Review the 2015 AGM minutes and report [here](#). All members are welcome and encouraged to attend.

### World Town Planning Day

On November 8<sup>th</sup> professional planning organizations around the world will mark **World Town Planning Day 2016**. This year's theme is climate change: local responses to a global challenge.



OPPI District events will be held for World Town Planning Day. Get involved.

### PSB needs your help



### PROFESSIONAL STANDARDS BOARD

Are you a Full Member of OPPI? Would you like to support young planners as they advance in their professional journey towards being an RPP? If you have been a Full Member for 3 or more years, the **Professional Standards Board** needs you to volunteer as a **Sponsor** or **Mentor** or Prior Learning Assessment Recognition reviewers. Perhaps you would like to assist with the ongoing development of exam questions. Log into your Member Profile via the OPPI [website](#) and sign up to be a volunteer.

Further information is available on the OPPI website at [www.ontarioplanners.ca](http://www.ontarioplanners.ca)



Public Realm

# Designing the Public Realm

By Antonio Gómez-Palacio, RPP

As often happens, at first glance the topic sounds straightforward: designing the public realm. As planners and designers, we do it all the time. Easy, right? So, when Lynn approached me to curate this issue of *OPJ*, I candidly started to ask people: “what should planners and designers be thinking about when designing the public realm?” That’s when things got interesting.

First, it became clear that we don’t have a shared idea of what constitutes the public realm. Second, it wasn’t clear either who is in charge of the design. Third, there were mixed opinions as to what constitutes a successful outcome.

So... what to do?

Well, I decided to seek out voices on the fringe of the conversation, to see if they could add a further dimension to the debate. I talked to a skateboarder, a school teacher, a visually impaired community organizer, a conservationist, an activist for the homeless... The articles in this issue are written by them.

In my conversations, I openly declared my own biases.

I believe that the public realm is the connecting tissue of cities. In one way or another, it is a manifestation of how we, as a society, choose to relate to each other. The extent to which it is public—who is in and who is out?—and the extent to which it may be an actual physical space—rather than a social, imagined, digital,... realm—are all layers of how we establish, communicate and manage this relationship between people—who will have more or less say in how this relationship is configured. So aspects of equity, access, expression, vitality,... are all pertinent.

I also believe that municipalities are at a turning point. After many decades of sprawling into increasingly privatized environs, the pendulum is swinging back. We now see a renewed appetite for a public realm as an intrinsic value of cities and urbanism. This is reflected in investments in waterfronts, parklands, streetscapes, as well as the growth of a shared-economy, the struggle for transgendered public washrooms, the plight of immigrants, for example.

We are increasingly confronted with the need to be intentional about how we plan and design our cities and developments—and specifically about how we articulate and value the spaces that people share if cities are going to advance their most pressing objectives. These include

such public priorities as becoming a choice destination for millennials and investment, providing safe and attractive environments for residents, responsibly managing public resources, climate adaptation and community wellbeing... And also, advancing parallel private sector objective such as attracting investment, economic prosperity and the pursuit of urban vibrancy and 24/7 animation.

As my kids go off in search of a Pokémon GO through our neighbourhood streets, while snap-chatting with friends from around the globe, it is clear that what constitutes public space, and how we relate as a society continues to evolve. It behoves us as planners and designers to be critical and creative instigators of this change.

This issue of *OPJ* includes some leading voices from within the profession: Terrance Galvin, blurring the lines between the public and the private realms by tracking where public networks actually take place; Paul Nodwell, challenging the inherently disorienting designs of many suburbs and offering a way forward; and Gil Penalosa and Amanda O’Rourke who begin by evaluating cities and public spaces based on how we treat our most vulnerable citizens and call for people-friendly designs. Also, some strong voices you may have encountered advocating different aspects of city-building: Robert Ouellette asking if our cities and public spaces are prepared for the disruptive force of smart, mobile technologies; Chris Winter suggesting the value of public realm lies in its ability to connect people with nature (and with each other); and Jose Ortega, a muralist and highly-engaged owner of Lula Lounge, who brings a public art approach to designed the cover of this *OPJ* issue.

Finally, you will read the compelling arguments of voices that may be new to you: Ariel Stagni, an avid skateboarder challenges us to think of the value of shared spaces with overlapping constituencies of users; Michael Alex, re-imagined schools as vital contributors to communities and public life; Cara Chellew, critically analyzing the use of defensive urban design in public space, and who is displaced by it; Kyle Gatchalian exploring the interface of physical and digital space by wondering about the implications of Pokémon GO; and

Kathryn Holden, who has been advocating for open spaces in Toronto for many years, and offers a unique, visually-impaired perspective.

Through social-media you will also encounter the under 140-character perspective on #DesigningThePublicRealm of Jennifer Keesmaat, RPP, Mary Lou Tanner, RPP, Harold Madi, RPP, Alex Taranu, RPP, Marcy Burchfield, Jason Ferrigan, RPP, Dave Meslin and many others. Please join the conversation and add your own thinking.

Ultimately, it would seem incongruent if we did not have a public debate about the public realm. This is why OPPI has made it a call to action, advocating for Healthy Communities and Planning for the Public Realm—in fact, this is the core theme of the 2016 Symposium.

Personally I would like to offer a set of challenges, for all of us.

First. We should truly be thinking of public space (in the broadest sense possible) as our common ground. Those elements and spaces that do, can, or should bring us together. Only if we critically and creatively understand the public realm as a reflection of how we choose to relate to each other, will it be able to deliver on its potential.

Second. We need to reach out of our profession (and paradigms) and engage broadly. What does a Syrian immigrant think about the public realm? How does a social-media savvy teenager use public space? How will

the (re)emergence of a shared-economy change the conversation? Or the blurring of digital, physical and political spaces? Our future cities will be shaped by our ability (or lack thereof) to answer these questions.

Third. We need to ask ourselves, every time we design in the public realm, what we are really trying to achieve. Are we looking for vibrancy and animation? Universal access and equity? To attract investment and tourism? To enhance community wellbeing? All of the above? Only if we are clear with our shared objectives will be able to meet them.

Clearly, this issue of OPJ is not the final statement on the topic. Rather, an attempt to broaden and deepen the conversation. Hopefully, we will inspire new thinking, and progressive ways of articulating our common ground—in the often daunting, always exciting, social enterprise that is designing the public realm.

*A founding partner of DIALOG, Antonio Gómez-Palacio, RPP, is a member of OPPI and is committed to creating healthy places, where people thrive. As an urban planner and designer working with both public and private clients across Canada and internationally, Antonio focuses on the public realm as a catalyst of urban vibrancy and community wellbeing.*



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# Waves of Change

By Robert Ouellette



Smart, mobile technologies are lashing a wave of change that will wash over our cities with the metaphorical force of a Pacific tsunami. When it hits it will first disrupt then reinvent how we design our streets and use our public spaces. It will even change urban economies. Is your city prepared?

The early effects of that change are seen everywhere, even though the technologies causing them are still in their relative infancy; but, cities have only felt the tsunami's initial warning tremors. The real wave of disruption has yet to reach their urban shores. When it does crest then wash away, what will streets look like? Will we be left, as Rem Koolhaas observes, with a hollowed out, generic city where essential parts of urban life have crossed over into cyberspace? Or will the wave sweep away the worst residues of 20<sup>th</sup> century cities and give us a chance to do it better? That is the hope.



The great urban and architectural design disruptor Buckminster Fuller offers this insight into the benefits of change: "You never change things by fighting the existing reality. To change something, build a new model that makes the existing model obsolete."

Whether we are prepared for them or not, new models are on the way. And I think they are coming just in time.

Why? If, for example, your existing urban space reality is one where cars rule while pedestrians and cyclists serve then that model is about to be turned on its head. Car culture as the macro force of cities is on the way out. Waiting in the wings are an ever-increasing number of smart, digital technologies working synergistically to make the auto-centric urban model obsolete.

Change like that is urgently needed. In the last 24 hours as I write this, a pedestrian and a cyclist have died on Toronto streets and 20 more were injured because cars hit them. From a personal perspective, last week a colleague of mine died after colliding with a car while cycling with 40 other recreational riders. If the existing way we design streets doesn't need a new model, nothing does.

Why will the tsunami of tech-driven change be able to create new urban models that enrich rather than neuter cities? Let me answer with some historical context.

Twenty-five years ago if someone said you will soon walk down the street with the equivalent of 58 Cray2

supercomputers in your shirt pocket, you'd probably have laughed at them.

Yet here we are. The biggest force behind the disruption of existing notions of public space is the staggering amount of computing power in our pockets. And you thought it was just a phone. In fact, our communication devices are city reinventing, mobile supercomputers. The iPhone 6, as just one example, is exponentially faster than the Cray2s that guided nations in 1989.

When these GPS-enabled, spatially-aware phones network to create instant, ad hoc communities of interest, they reshape the functions of our public spaces. It happens relentlessly, without stop, day after day, creating more and more possible iterations. While the majority of those iterations don't alter the physical world, and may involve inane things like scoring Pokémon points by visiting certain public landmarks, some others survive the trial by fire of real-world usefulness.

Those usefulness-tested applications are why public spaces are now home to an array of new functions including driverless cars, flash mobs, pop-up stores, pop-up transit, autonomous delivery drones, Uber and Lyft services, ride sharing, Air bnb, Big Data analytics, geofencing, on demand logistics, etc., etc., etc., most of which reshape normative public space in sometimes subtle and other-times profound ways. If anything, our public spaces are becoming more specific rather than more generic.

Almost every service, institution, system, and, by extension, public space in a modern city will be disrupted by the growing influence of ubiquitous, mobile computing. Even more jarring to the often caught-off-guard regulatory class, the resulting public spaces are usually not designed by specialists. They evolve from the user up but work just fine without our input, leaving planners and managers to backfill as best they can to institutionalize the results.

All the upcoming change, however, doesn't start and finish with user-empowering mobile devices. With the soon-to-be pervasive internet of Everything—where urban objects are in themselves autonomous computers—we enter the realm that theorist Mark Shepard calls the Sentient City or what I call a MESH City (MESH = Mobile, Efficient, Subtle, Heuristic). When people with their mobile devices connect with ubiquitous, smart, urban objects then the speed at which we create these never before imagined public realms accelerates.

I say never before imagined in the context of the consumer or citizen market where the pace of

innovation and invention is in hyperdrive. In the business-to-business or the business-to-institution markets, academics, researchers and developers have long been aware of the city-improving power of smart technologies. But their perspective on change had its shortfalls. It was just too slow.

Remember, smart cities as an aspiration got traction in policy circles about a generation ago. MIT's Dr. Bill Mitchell explored the ICT-driven dematerialization of city infrastructure in his book, *City of Bits*. Other researchers, like those at the Brookhaven National Laboratory, made public the ideas they thought were the next big thing—efficient cities.

While the consumer internet was thrilled over the ability to order pet food online, these bright U.S. researchers looked to the urban future, and it was wired. They were convinced that a ubiquitous computing urban nirvana was just over the horizon.

Brookhaven's staff offered this far-sighted vision of what a smarter city would look like: "The vision of smart cities is the urban center of the future, made safe, secure, environmentally green, and efficient because all structures—whether for power, water, transportation, etc.—are designed, constructed and maintained making use of advanced, integrated materials, sensors, electronics and networks which are interfaced with computerized systems comprised of databases, tracking, and decision-making algorithms."

What's interesting here, and where we are introduced to the evolving dichotomy around the making of MESH cities, is that these researchers imagined city-changing innovations in a top-down, command-and-control environment. They never predicted that the biggest public space innovations would come from the consumer sector. To them smart cities of tomorrow look more like IBM's Rio Olympic control centre than they do bottom-up, small-scale consumer solutions that when networked together are more than powerful enough to remodel the normative use of cities.

Think about it. On the consumer side we have Uber, Air bnb, google, tesla and PowerWall (not to mention a million other Apps and products) all creating city-disrupting innovations. On the public infrastructure side we get smarter traffic lights, power grids and water management. While the two forces are symbiotic, which one is driving the public space changing bus?



I'd argue that consumer players are behind the wheel mostly because they can engage in the process of disruptive innovation and useful reinvention far more quickly than institutional markets can. That insight shouldn't be a surprise to city design professionals. How do you think cars took over 20<sup>th</sup> century cities? Affordable automobiles were the killer App of their era. Everybody had to have one. An avalanche of consumer buying choices resulted in car-centric cities. Maybe Koolhaas is too close to those car cities to see them as the true generic model.

So, are city planners and designers ready to manage the disruptive changes technology brings? Not quite yet.

There are systemic barriers that prevent decision makers from quickly adopting the MESH City best practices available to them. Among the organizational hurdles, for example, are issues with budget approvals for products that don't have long track records; or recalcitrant buyers who want to keep their supply chains simple, or even politicians who don't want to be blamed if some desperately needed but new solution is a failure.

How, then, do we overcome resistance to change? The question may be moot because when this change hits, as happened with cars, it will reshape the market in its likeness. That's the tsunami that is coming whatever it may ultimately look like.

Fortunately, there are also new tools that will help us better understand and/or adapt to the inevitable changing uses of public space. Big Data working hand-in-glove with Virtual Reality and Augmented Reality systems like Microsoft's HoloLens and Google's Magic Leap will offer city managers the ability to holographically experience and test public space-changing models. That ability will save developers and regulators millions if not billions of dollars. Furthermore, because of the ubiquity of mobile computing, almost everyone in cities will get to virtually explore proposed public spaces long before they are built. Informing citizens through new communications channels will reduce the chance of poorly thought out, expensive urban solutions being adopted without proper oversight. That's real change.

When I launched MESH Cities I adopted William Gibson's phrase, "The future has arrived, it is just not evenly distributed," as the casus belli on inefficient and uninspired cities. My intent was to start a platform where those involved in the making of modern public spaces could exchange best practices to distribute that future for the benefit of all.

Good news—we are still working on it, and someday soon we'll have an App for that. Please join us as we pursue an optimistic, non-generic future at [www.meshcities.com](http://www.meshcities.com).

*Robert Ouellette, B-Arch, MBA, is the founder of MESH Cities, a company dedicated to helping professionals build the connected, responsive and livable cities of tomorrow, today. An award-winning designer, entrepreneur and writer, Ouellette directed the U of T's Information Technology Design Centre at the Faculty of Architecture, Landscape, and Design.*

# The Girl in the Park

By Chris Winter



figure we need a Bechdel Test for the public realm. We need a simple way to look at public spaces and say, “Does it work?”

The Bechdel Test gives a movie the thumbs up if it meets the following three criteria: (1) it has to have at least two women in it, who (2) talk to each other, about (3) something besides a man. It’s an amazingly simple test, and it’s effective. Very few Hollywood films meet the grade.

Can we come up with something similar for parks and greenspaces? To put the challenge into context, let’s look at a cycling trip along the Waterfront Trail that I made this past May long weekend with my wife and daughter. Eight hours from Oshawa to Toronto, through the rural, industrial, suburban and urban landscape of the Lake Ontario shoreline. This is the public realm writ long, if not large.



The Waterfront Trail has evolved over several decades, from the original 1995 vision of the Waterfront Trust, to a broken patchwork of municipal paths and roads, to a complete 1,600 km cycling route from the Quebec border to Lake St. Clair.

There are telltale signs that it is still evolving—trail signage that is woefully lacking at intersection points, and the ride into Toronto from Scarborough would benefit from a bike path along Kingston Road instead of the silly zig zag route down side streets that inevitably winds up back at Kingston Road. But the trail is a wonderful ride, and a beautiful way to see what’s happening with the public realm along the shore of Lake Ontario.

In that one day, we rode through greenspace bordering industrial lands, nuclear power plants, water treatment facilities and factories. The trail wound along lakeside streets and through all different types of parks, from natural areas to beachside parks so crowded with barbecues and picnics that we had to walk our bikes.

At the foot of Thickson Road in Oshawa lies the Thickson Woods, a small pocket of nature surrounding a dozen houses that is large enough to provide habitat for birds. Birders with scopes and telephoto lenses walked the woodland trails as did families with small children. Further on, riding down Hall’s Road on the border of the Lynd Marsh Conservation Area, we spotted five deer and were startled by wild turkeys.

There were also many parks of mowed grass; a buffer strip between the lake and the town, between humans and nature, a green no-man’s land. In Ajax, we stopped for a rest at the Veteran’s Point park. People were walking or cycling along the path, some walking by the water’s edge. And then I saw a lone girl standing on a flat sea of green grass between two ornamental trees. Seconds later and she was running again, off to join her family. But the image stayed

with me, as did the question, “Is this a good use of the public realm?” You can only run across the grass so many times before you get bored and wish there was something else to do.

On our day-long ride we had seen many different uses of the public realm. In the best examples, there was an interaction between people and nature; a quality of experience within a diverse range of activities—birding, cycling, walking, picnicking, swimming, playing, even resting. What the public realm provides is the opportunity to connect with the outdoors.

That the public realm should be full of nature is obvious. Development, even the most ecologically sensitive development, eats into nature. Our suburbs, towns and cities have colonized nature, and the public realm, be it an urban parkette or the Rouge Park, is the last refuge or reservation for the indigenous ecosystems of Ontario. Shoreline parks are particularly important ecologically, as a resting place for migratory birds and butterflies.

That the public realm should be a place for the public to relax and recharge is also obvious. Parks and protected areas are for nature first, but the urban public realm is for the public. Our parks should not be empty. They should be full of people.

The true value of the public realm lies in its ability to connect people with nature and the outdoors through quality experiences. So here is the Bechdel Test for the public realm: to give it a thumbs up, the space needs to have (1) people interacting with (2) natural features in (3) quality experiences. We can even make it a formal equation: Value = Nature X People X Activity, or  $V=NPA$ .

To take it further, let’s give each factor a score out of 10. This is a qualitative measurement, so the value of any particular space will be different for different people depending on their needs or cultural preferences. It is simply



A public park in Paris

IMAGE COURTESY OF CHRIS WINTER

a means to start a dialogue about what we like (or don't like) about a space, and what can be done to improve it.

For me, Thickson Woods with all its birders scores well: lots of wildlife, well used, and a high quality of experience for a total of 512. The beach at Pickering also scores well: a beach park with scores of families enjoying a picnic and a swim in the lake for a total of 504. Even the whole Waterfront Trail can be rated for providing opportunities for walking, cycling and bike touring by thousands of people daily along a patchwork of rural roads, municipal parks, and bike routes. I give it a score of 567.

So what should we make of Veteran's Point, which, on one of the busiest long weekends of the year, was virtually empty. An oversized urban lawn with few people and limited activities. That gives it a total of 80 points on the Public Realm Test.

In the best of urban planning and project design, nature and natural systems should be an integral part of the urban form. Nature deficit is not just a concern for our children, it is also an issue for migrating birds and butterflies.

A year ago, in Paris, I came upon an urban parkette where, within the space of a small urban block, there was green grass for people, a children's playground, table tennis tables, a bandstand, a wetland pond, and an enclosed area of trees reserved for the birds. Easily a score of nine in each category, for a total of 729.

Is it fair to compare ourselves with centuries old Paris? Absolutely, because that park in Paris is the result of a deep-rooted culture that values both the protection of nature and development in the public interest. Over time, Veteran's Point has the potential to become something even more diverse and valuable for the residents of Ajax.

Veteran's Point, and the hundreds of municipal parks like it, is a blank canvas. To create an urban masterpiece will take decades of work, one small brush stroke at a time, until it emerges as a focal point for community interaction. At a time when Ontario is seeking to develop complete communities, the public realm is an opportunity to show just how this can be done.

In Ontario, we tend to plan everything in broad strokes. We zone development areas and build cookie-cutter subdivisions and towns. We set aside land as public realm and develop parks with only a few uses in mind.

More than any other municipal feature, the public realm offers us a chance to showcase a complete community approach. If we treat the public realm as a planning playground, where a diversity of community-led ideas, projects and activities are encouraged, perhaps we can turn around the very notion of municipal planning from single-use activities to an integrated and connected complex social ecosystem.

Done right, we can turn our single-use parks into a hub of community activity. There is a wealth of community-led projects and ideas out there, from community gardens and farmers' markets to nature playgrounds, music gardens, pop-up stores and cultural festivals.

This is a decades-long development process. And it starts with a simple question: "Does it work?"

*Chris Winter is a founding member of both the Ontario Smart Growth Network and Jane's Walk, and the former executive director of the Conservation Council of Ontario. He is currently working on Climate Action Canada, a new initiative to link climate action with social benefit.*

## Public Realm

# Get on Board

By Ariel Stagni

*Two hundred years of American technology has unwittingly created a massive cement playground of unlimited potential. But it was the minds of 11 year olds that could see that potential.—CR Stecyk*

**W**hen I was 13 years old I started exploring Toronto's financial district with my buddies—we were hungry for spaces that challenged us in our pursuit to develop our skateboarding skills. Growing up in Mississauga we knew bigger cities offered more diverse opportunities for skateboarding. Since we daydreamed of cruising smoother ground, jumping bigger gaps, grinding higher ledges and sliding perfect handrails, we took daytrips to Toronto in search of the highest concentration of skateboarding opportunities in the region.

In our quest for better skateboarding terrain, we needed

to look beyond how other people were seeing spaces. Intently focused on and committed to our skateboarding, we saw Toronto's entire financial district, and all built form, as playgrounds waiting to be explored. While others seemed content to uphold explicit and implicit rules forming a single story of how these spaces should be used, we opted to spend time considering alternative ways of seeing our world. Our desire to playfully engage our surroundings consistently trumped our interest to accept messages about where we shouldn't skateboard. A large part of the excitement for us was how we, as young citizens, were re-interpreting the spaces in front of us to serve our needs. Ours was a utilitarian overlay; assigning immediate utility to what we saw as otherwise underused spaces. We learned the





worst times to skateboard were during lunch, Mondays to Fridays. And the best times to skateboard were when intended users were absent, including off-peak business hours, with a special nod going to weekends and in particular public holidays.

We came to know skateboarding as very active and highly addictive. When you step onto a skateboard it immediately requires your undivided attention and you become hyper aware of the details of the space you're in. This state of heightened awareness is the same zone athletes feel when the components of their training align, background noise drops away, and what remains is a highly efficient mode of being, where attention is focused on the particulars that make the present moment the most important moment. You get instant feedback about changes in slope, elevation, materials and textures. And it doesn't take long to recognize the potency of this type of experience. The dynamics of this game depend on your ability to flirt with risk, since the liberating feeling of windblown hair can quickly turn to the less peaceful feeling of skin and bones colliding with concrete.

Like all artists, skaters look for inspiration in their environments. Scanning urban landscapes for inspiration becomes second nature to skateboarders, and that practice happens with or without a skateboard. Once moved, we act. The performances of skateboarders are about the

observation and re-interpretation of these spaces.

In Toronto we are subjected to many expectations about how spaces should and should not be used. Daily we encounter physical signs, security guards and police that tell us where we shouldn't skateboard. In fact, most skaters know too well where they're expected to not skateboard. Over the last two decades, we've seen a surge in defensive architecture based on preventing skateboarders from accessing street furniture. Caps, spikes, rumble strips and other features have been used, initially as after-market additions, but now they are designed right into products, attempting to deter skaters from using them. And if signs, security guards and defensive architecture don't say it explicitly enough, there are also social queues from the general public that can convey disapproval or downright disgust for the activity of skateboarding.

Skateparks are good. Acceptance is better. Integration is best.

Building skateparks is a good idea, and planners are getting on board. Skateparks are community spaces that engage youth, promote physical activity and unstructured play, as well as intergenerational interaction. This is good, and should be encouraged (see photos below).

Skate spots, skate dots and shared spaces are welcome ways of integrating skateboarding into the public realm.

Skate spots are a collection of a few skateboard features

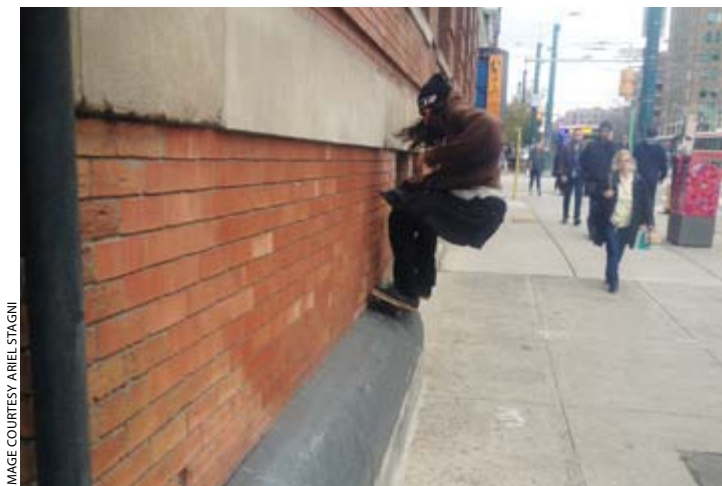


IMAGE COURTESY ARIEL STAGNI

A skateboarder re-interpreting utility in Toronto



IMAGE COURTESY JEFF COMBER

Re-interpreting the city



IMAGE COURTESY ARIEL STAGNI

Recently added ping-pong table in Greenwood Park, Toronto

that are integrated into recreational spaces. Usually less than 6,000 sq ft, this type of facility can be comfortably included in a park or tied into a recreational pathway system. For example, the Town of Halton Hills installed a concrete lane with some skateboard features connecting two asphalt paths in recently completed Jubilee Park.

Skate dots are individual skate features that take up less area than skate spots. They can be included in park or as stand-alone features in many public spaces. These dots can be particularly effective when trying to offer skaters a single opportunity. A similar program is currently rolling out with concrete ping-pong tables across the City of Toronto (see photo on previous page).

Shared spaces is another way that skateboarding can be integrated into the public realm. Many skaters see large plaza spaces as optimal skateboarding

environments, although conflicts can arise between users of these spaces. We can learn from what other places are doing to address related challenges: Museu d'Art Contemporani de Barcelona in Barcelona, West LA Courthouse in Los Angeles and the Swedish bank SEB in Copenhagen.

Ideally, our plans need to anticipate that a diverse population will engage with spaces in a variety of ways. By relinquishing some control in our plans, we make room for a variety of stories to emerge. Let's plan for the potential that citizens hold to re-imagine our cities, and trust that magic will happen.

*Ariel Stagni is an avid skater who has helped to develop over 50 skateboard parks across Ontario, and is equally passionate about using skateboarding as a tool for community development in programming and strategic planning.*



## Public Realm

# A Blurring of Boundaries

By Terrance Galvin

When Richard Sennett published *The Fall of Public Man* in 1974, he had already polemically concluded that the essence of contemporary public life was on the wane.

In classical definitions of the city, public referred to concepts including the common good and the body politic. In the 19th century the notion of public shifted to refer primarily to concepts of sociability, implying social mores and leisure rather than political life.

Today we imprecisely use the term public. I know from teaching design that the way in which I understood the



terms public or private no longer has the same meaning to the 17-23 year olds who study architecture today. Activities that I would still consider private are made public on Facebook every second, while citizens going to a public place, such as a café or a museum, while plugged into an audio tour or internally focussed on texting, appear to be taking place in a space that blurs the classical boundaries between public and private.

This preamble is intended to define some type of common ground upon which to redefine the notion of public life in the 21st century city. The desire to retrieve the vestiges of what it means to be a social animal can be glimpsed in many design and urban design initiatives. Numerous architects and planners are



Plaza Armas, Havana

engaged in the design of urban spaces that promote leaving one's private live-work setting in order to be out in the public realm.

In the city while most citizens are plugged in to some device, looking or listening inward, we still witness them out in public. Are they actually participating in the public spaces that they occupy when they are not engaged with the people in front of them but instead are communicating with a wider network of people in other places, who are doing the same thing from their end? While there is no doubt that the social networks that the media provide are forums for sharing ideas and participating in a type of body politic (think of the power of the media during Arab Spring), architects, landscape architects, urban designers and planners would probably agree that the physical form of public space in the city needs to be redefined in parallel ways.

New types of spatial and physical places are required to mirror the public networks of the social media. Perhaps maker's spaces that are popping up in many cities are one option. Cross programming



Street Musicians, Havana

remains a key in designing public libraries, art galleries and museums, just as the infrastructure of the Highline is another catalyst for unplanned events to take place.

The real challenge of the 21st century megapolis is to accept the ambiguity and complexity of cities comprising increasingly diverse groups coming into contact for completely different agendas. To say that they are coming together for economic benefit is equally false, for the disparity between those who have and those who have not is on the increase as the middle class continues to diminish.

And yet, as designers and professionals, we continue to hang onto the classical idea of an important civic and public realm. Does this make sense in an era of 'public acts in private places' (where going to the theatre or the cinema is now played out in the home-entertainment centre) or 'private acts in public places' (as in the classroom, where students chat to friends non-stop while professors or fellow students present to the class)? Our students watch TV shows on their iPads while drafting and model building in the design studio, which was conceived of



Public Wi-Fi at School of Architecture, Sudbury

as a public design laboratory. It is still a shared space, but it has evolved to include activities that previously could only be done at home. As a counterpoint, our curriculum emphasizes hands-on learning and design-build activities to help students to focus on being present in a world of distraction.

How do we, as professionals, design the contemporary public realm? As with so many design issues, the classical lines have been blurred. Just as we now have the term 'glocal' to describe the simultaneity of the local and the global, what new term would describe the blurring between the public and the private realms? And, more importantly, what form, or forms, would such a concept take to be made manifest in the city?

Bridge near S. Marco, Venice



On a much smaller scale, at the new School of Architecture in Sudbury, on several mornings I have seen different people standing near the door to our workshop around 9 a.m. I approached them on several occasions asking if they needed in, or for whom they were waiting. I discover that the collection of people waiting was not in fact a group but were individuals. They simply stop on our long porch with its overhang on their way to work or to the gym to pick up our Wi-Fi signal. In response, I placed some urban furniture out on the porch to accommodate whoever passes by each morning. Through the availability of Wi-Fi, they are encountering the school and we are engaging each other in some kind of way.

However, is this encounter meaningful, or public? The TED talk “How to Start a Movement” by Derek Sivers is a powerful reference as we rethink public. As Sivers’ hilarious video plays, he reiterates “a movement must be public.” Here one imagines designing events in situ with urban designers and planners, capturing the social networks that emerge and recede in the contemporary city.

*Dr. Terrance Galvin is the founding director of the new McEwen School of Architecture at Laurentian University in Sudbury. He studied architecture at the Technical University of Nova Scotia, McGill University and the University of Pennsylvania.*



## Public Realm

# The 8 80 Rule

By Gil Penalosa & Amanda O’Rourke

**W**e are in the midst of one of the most dramatic population shifts in centuries. Globally and locally it is an exciting new era of urban development. While just 100 years ago only 14 per cent of the world’s population lived in cities, today it is 55 per cent, and by 2050 it is expected to be 70 per cent. In Ontario we are ahead of this trend, with about 86 per cent of the population considered urban. No matter your age, ethnicity, or social status chances are if you are an Ontarian, you live in, or have a close connection with, an urban place.



Gil Penalosa



Amanda O’Rourke

We’ve all heard the numbers. We are growing and fast. In Ontario we expect four million more people in the next 25 years, 2.8 million in the Greater Toronto Area alone. How we manage this growth in a way that cultivates a healthy quality of life for all people is one of the biggest challenges of our cities for this century.

We have worked over the past nine years, with over 200 cities, across six continents, to prepare for the changes ahead, particularly when it comes to the public realm. Our work is underpinned by a simple yet effective philosophy called the 8 80 rule. It is based on the premise that if you build a city that is great for both an 8 year old and an 80 year old, you will build a successful city for everyone.

The 8 80 city concept is about changing the way that we think about our cities, evaluating them based on how we treat its most vulnerable citizens: children, older adults, poor and people with disabilities. We must stop building cities as if everyone was 30 years old and

athletic. Instead we must plan, design and build a public realm that supports equity, encourages healthy lifestyles and promotes sustainability.

### Creating accessible public space

Designing a public realm that offers safe, accessible and enjoyable places to walk, ride bicycles, and take public transit is essential for a healthy, vibrant and sustainable city. After all, walking, bicycling, and transit are the primary means of mobility for children and youth, and for many older adults.

Not only are we becoming more urban, our population is getting older. The number of seniors aged 65 and older in Ontario is projected to more than double by 2041. What does this mean for designing the public realm?

As people age, lack of access to transportation can be a risk factor for social isolation. Many older adults are absolutely terrified of losing their driving license because their communities lack adequate public transportation or safe and accessible places to walk. Reclaiming our streets from car dominance and creating a safe and inviting public realm for people will go a long way to supporting healthy ageing in place, reducing isolation and promoting social ties.

At the same time, children today spend less time outdoors than any generation in human history. The health benefits of free play, and even simply walking to school have been well documented. It has shown to improve physical health and cognitive abilities as well as promote healthy development.

### Bring back public life

Opportunities for engaging in a public life have decreased. According to a 2014 article in *Maclean’s* magazine, “more than 30 per cent of Canadians say they feel disconnected from their neighbours.” This is not just a problem born of the internet, our built

environment has pushed us increasingly into privatized spaces as we build our cities focused more on the automobile than on people. The “sidewalk ballet” that Jane Jacobs so famously wrote about cannot be achieved if our neighbourhoods are empty most of the time.

### A call to action for planners

The reality is that most urban environment built in Ontario over the past 30 years have been quite mediocre, and some horrible. Most planners agree, but many planners are responsible, for action and/or omission.

We are building the cities where our children and grandchildren and many millions will live for centuries. Planners will need to be part of the process, both deciding what needs to be done and helping getting it done; unfortunately, most planners have not been good at both.

Creating great public spaces is a process that starts with diverse engagement of a number of different actors well before design and construction. Cities spend millions of dollars on design and construction, don't spend the thousands to actually make the public space work.

Planners cannot work in isolation, they need to partner with professionals in public health, education, finance, transportation, as well as the business community, activists, and more.

In our experience the most successful city planners and designers understand their role as educator and advocate. With so many competing demands on municipal budgets it is critical that planners ensure people-friendly design is well represented in the decision-making process.

When we look back at how we have grown, will we be proud? Will our communities and their public realms exemplify excellence in people-friendly design and planning? Will it pass the 80 rule?

*Gil (Guillermo) Penalosa, MBA, PhDc, CSP is founder and chair of the non-profit organization 8 80 Cities. Gil is also chair of World Urban Parks and the principal of Gil Penalosa & Associates, an international consulting firm. Amanda O'Rourke, BSc.H, MSc.Pl. is a member of the 8 80 Cities board of directors and a senior adviser at Gil Penalosa & Associates.*

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# Influencing the Game Changers

By Kathryn Holden

**Y**ou, the developers, the planners, the politicians, have been given a role in the task of designing the public realm. That task carries a considerable burden of responsibility.

Understanding that you do not live within the community whose public realm you are designing, it is your task to shape the public common space that thousands of residents will share and use. I ask you to apply your most generous attitudes to each and every public realm project for which you have any influence. Think deeply and do your best to provide beautiful and adaptable areas, planned for the greater good of the users and the community.



My visual limitations. I began losing my vision as a young adult, to eventually be classified as legally blind in 1992. What others see clearly at 400 feet, I cannot see until it is at 20 feet. I have quite normal peripheral vision but my central vision is almost zero.

My difficulties as I engage with the public realm are numerous—I am unable to see the traffic signal across the street at intersections, read street name signs, be aware of lay-by indentations at the edge of the sidewalk, maneuver around the very large street information signs, read building numbers, and even recognize familiar faces. Often, a solution for me does not limit the public realm but rather enhances the functionality of the public realm for everyone, including those with normal vision. Ordinary small adjustments make a difference, such as clearly defined, brightly coloured edges on stairs/curbs, traffic signals with noises, sidewalk furniture and features kept out of a clear straight path for pedestrians.

It is critical to consider the needs of the blind and visually limited in the design of the public realm and how it interfaces with public transportation.

In general, the blind rely heavily on public transportation to get around. It is clear that they cannot drive for themselves. It is also fairly accurate to say that many blind are somewhat disadvantaged in their employment and thus experience limited financial resources. Public transportation is a necessity. Using the system is not automatic or easy but rather a learning process with the help of a sighted teacher.

The blind and partially sighted must be taught a specific route to go to every destination they wish to visit/use. Absolutely every detail of the route is memorized. Generally, the route does not change as the blind person uses exactly the same route each and every time.

Obstacles, changes or adjustments that may occur on the route, such as construction/new devices/mechanization/extra large crowds, etc. are always a problem as they are not visible and thus cannot be avoided. The very speed with which everyone is moving within the transit system is daunting. I, even with some residual vision, would never

consider going to a new location in the city without having a dry run with a sighted person to learn the path to be travelled. Location of bus stops must be memorized. Schedules cannot be read and must also be well known. An approaching bus cannot be seen. Many blind are terrified of using this system.

For those people with some residual vision, some public realm adjustments might help them navigate the transit system: Extra good lighting, auditory cues for signage and traffic signals, auditory warnings on new obstacles within the system such as beeping devices, good handrails. Streets that are not too wide are better because they are easier to transverse without becoming disoriented. With no guiding curb on a roadway it could be possible for a blind person to stray from the crosswalk zone. In general, ramps are easier to navigate than stairs. A gently slanted ramp is preferable to a more extreme angle. It would be helpful to indicate the beginning or end of a ramp with a warning for the upcoming change in grade such as a very obvious change in floor colour or a textured area on the floor. An app for the blind that informs of the arrival of buses on a route would be helpful.

What do you, the game changers for the public realm, need to do? It is helpful to understand what the blind/visually limited experience.

Public greening and the visually limited have an interesting relationship. We do not exactly see what is there but we see some of it. We appreciate the relief in the concrete sidewalks provided by a corner garden, a tree that shades, a colourful shrub, just as a fully sighted person would. Even the totally blind sense the change of atmosphere created by the presence of greening, the coolness of trees, the scent of nature, the high winds created by the towers, the slowing of pedestrians who are crossing a beautifully landscaped space.

Maybe you could do a few personal experiments, such as sit on a park bench wearing a blindfold and see what you hear, feel and smell or try to find that bench while wearing a blindfold. Try using a cane and walk down a sidewalk or navigate an open space while wearing a blindfold. Get a sighted guide and have a lesson on navigation. Wear a blindfold and try getting onto the subway from the sidewalk with the auditory cues of the sighted guide.

What you can achieve can amaze you and those around you. Your inventiveness is unlimited. Your goal: provide insights, leadership and opportunities for inclusive change.

*Kathryn Holden moved from a house in a quiet residential community to a condo in a groovy downtown Toronto neighbourhood in 2002. The endless churning of municipal and provincial politics as they affect development and create pressures on downtown neighbourhoods has provided stimulation and challenges to keep her involved as a committed community builder ever since.*



# Parks That Matter

By Paul Nodwell

I am a designer of the public realm and this means, of course, that I am also an advocate for it. It is something I fight for every day.

When I began as the manager of Parks and Open Space Planning for the then Town of Markham in 1991, the term public realm did not factor into the planning lexicon of most cities. Markham was no different. It was essentially a bedroom community that was under enormous development pressure. Its physical

cul-de-sacs and crescents, and neighborhoods that really didn't feel much like neighborhoods. It was also in response to higher density developments clinging to the post-modern principle of residential buildings in a park or retail buildings in a parking lot.

This decision ultimately drove the city to re-think everything. Civil and transportation engineering standards, zoning and land use standards, park planning and design standards, as well as landscape and



It's about sustainability

environment largely comprised quaint heritage village main streets surrounded by subdivisions, strip malls, shopping plazas and business parks.

In those days, new parks acquired through the development approvals process were most often considered little more than lands required to meet the park dedication requirements of the *Planning Act*, or to deliver a particular recreation program. Most often, they came into being as residual land. Spaces left over after the roads, blocks and lots had been drawn. While all valuable city public realm assets, valley lands, woodlots and parks were most often hidden from public view. It was common practice to essentially privatize public assets by turning the city's back to them. This was the most efficient use of land, and it was the most profitable way to develop.

At least for Markham, one decision changed all this for the better.

In the mid-'90s, Markham invited the New Urbanism into its world. This was partly in response to rapid growth and partly in response to development proposals with un-navigable

streetscape design standards. It placed urban design at the centre of the planning process, rather than at the edges of it. And to our great good fortune, at the centre of the New Urbanism one finds the public realm.

As a landscape architect a well-planned public realm offers a chance to design places that will truly matter to future residents. Places that not only deliver on program and functionality, but also celebrated the unique qualities, values and aspirations of the people who ultimately make

these communities their homes.

The following principles are, for me, fundamental to guiding the programming and design of parks, and open spaces:

## What you see

Conventional suburban communities are inherently disorienting. Looping crescents bisected by cul-de-sacs leading nowhere. A well organized public realm solves that problem through the deliberate anchoring of views. Streets will most often terminate at a roundabout, park, natural feature or at an iconic building such as a church or school. This structural dynamic makes a



Coexistence of man and nature



Clockwise from above:  
It's about what you see;  
Intentional playfulness;  
It's about people;  
Discernable narratives

neighborhood inherently unique and navigable. You know where you are because of what you see. For the designer, this opens the opportunity to anchor those views with park architecture, entrance gates and signage, trailheads, public art or recreational features such as playground apparatus.

**Public/private synergy**

Great public spaces are most usually a product of built form that is in proportion to the spaces they frame. They are also a product of ground-floor land uses that reinforce the activity within that space. Built form and

land use are critical to ensuring animated public spaces. It is the role of the designer to ensure that the landscape takes full advantage of that symbiotic relationship. Residential uses call for a very different solution than retail or commercial uses.

**Discernible narratives**

Perhaps more than any other design profession, landscape architecture offers the opportunity to incorporate metaphor as the underpinning of a project. Narratives can be reinforced simply through the geometry of a public space, or by more substantive





moves that can be made through the expression of natural or cultural history or both. It can be expressed through the design of single installations like public art, or through a more integrated approach where public art, park architecture, play, landform and materiality all work together in telling one story. In each of these cases, it is important that the narrative be discernible or easily understood. It must mean something to stakeholders.

**Intentional and accidental playfulness**

Parks and open spaces that enjoy a high visual profile offer an opportunity to re-imagine play and its role in defining recreation.



It's about what you see

The design of new parks must not only be about play but also about playfulness. The days of the conventional playground defined by off-the-shelf play equipment are ending. For many communities, play can also mean exploration, imagination and whimsy.

In 2012 Schollen designed a new five-acre park in Thornhill centre that included a two-acre degraded woodlot. After many management improvements the woodlot and park were opened to the public. Within a week, children from the neighborhood had constructed half a dozen structures from fallen dead tree limbs. Kids have a way of deciding for themselves what play is.

**Coexistence with nature**

Natural features such as woodlots, ravines and valley lands used to be peripheral to community design, now they are formative and structural. That said, municipalities must design these features in a manner that balances demand for public access with ecological function and habitat conservation.

**People**

A well-planned public realm is more democratic. Its design therefore demands a rigorous public participation design process, which unleashes the

hopes and aspirations of stakeholders. The challenge is to inspire—to represent the notion of beauty and meaning as a reflection of the people who use the space.

**Sustainability**

It is fortuitous that the increased interest in the public realm has coincided with the growing interest in sustainability. Low-impact development techniques are increasingly being incorporated into the public realm. Curb-side rain gardens, infiltration galleries in parks, permeable pavements and the use of photo-voltaic



Discernable narratives

systems are changing how we view the public realm. Such techniques also have the potential to significantly reduce demands on municipal stormwater systems, as well as maintenance and operating costs. They also serve to express a city's commitment to sustainability.

*Paul Nodwell, BLA, OALA, CSLA is a project principal and urban designer at Schollen & Company Inc. Paul is the creator of [www.publicrealmadvocate.com](http://www.publicrealmadvocate.com), a blog that promotes the public realm through critical discussions on urban design, city building, parks planning and design, streetscape planning and design and even politics and current events as they shape outcomes for the public realm.*



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Public Realm

# A Lesson Plan for Change

By Michael Alex

Local schools are richly symbolic of the democratic impulse. They are among the very few places in our communities where all people are (ostensibly) welcome: no one is to be denied the opportunity to learn, regardless of ability, origin or net worth. Given the central place schools occupy in our communities, they are also valuable barometers of the vitality and effectiveness of our public policy.

As a public school teacher in Toronto for almost two decades, I am alarmed by what these barometric readings say about the current state of the body politic. Change—big change—is long past due.



Today's schools have exceeded their expiry date. Most of the assumptions about learning, and therefore most current school design, are woefully ignorant of nearly a century's worth of developments in technology, cognitive science and social evolution. Most schools do as much to alienate their occupants—students and faculty alike—as they do to meet their core objectives and optimistic mission statements.

Beneath the activity and colour of many engaged classrooms, the neglect in our schools is manifest. Not merely material neglect, but a failure to fully engage our imaginations in creating public schools that are vibrant and fully enmeshed in the communities where we live. If we care about public schools, the time for a hard look at how they operate is now. It is time to return to first principles. We should ask: if we were designing schools from scratch today, would they look anything like they do now? I doubt it.

When we re-examine schools in this way, a brave question must be posed: "What do we want schools to do and be, and how do we best support them to do and be that?"

Since we are talking about public schools we must engage the general public. And since informed and democratic communities depend to some extent on planners and designers to help implement their visions for the future, our communities require experts who are willing to listen and engage thoughtfully with their constituents. These visionaries can give shape and life to communal priorities while maintaining best practices in planning and design that require professional expertise. This is where our urban planners and designers come in.

It is dangerous to suggest a universal prescription for

change, since each community has its own unique strengths and needs. But I believe we can move forward with three key macro-objectives that could contribute to revitalizing our schools:

All school redesign should begin by consulting with those who will use them. Since one-size-fits-all really doesn't fit anyone well, schools should be designed in ways that reflect local priorities.

The community should be invited into schools, not as guests, but as co-inhabitants using the school building and grounds as a hub in and around which local residents work, play, live.

Schools should take learning out into the community, not with students and teachers as tourists engaged in artificial field trips, but rather as full community members taking advantage of the varied opportunities for real, effective and practical learning that exist outside of the school building.

Let's imagine a few possibilities.

We might easily grow community gardens on school grounds, feeding residents who, in some many cases, lack adequate access to healthy food. Why not supplement those gardens with a public band shell? How about a Speaker's Corner where people can gather to share ideas? Why couldn't schools be integrated in public parks, ideally ones with wild spaces, where students can learn with and in nature? What about including facilities for sport, athletics and, above all, for the promotion of healthy living?

The potential for change inside of school buildings is even greater. I would suggest first removing all the bells and locks on the doors. Why? Because schools need not and in fact should never close. Schools often contain public daycare facilities, albeit in a strictly segregated way. Let's end that segregation, so that daycare can be more fundamentally harmonized with education. Let's invite seniors into school hubs, to share their life experiences, to become reinvigorated from working side-by-side with the generations that have followed them. Do schools not have a place for public health nurses, mental health and social workers, dieticians and nutritionists, counsellors and therapists? What about yoga and other wellness activities from which so many could benefit? At the conclusion of the normal school day, do these buildings not hold potential as locations for public meetings, adult education and training, or any number of community groups that currently struggle to find places to meet? Could they not be places where the tens of thousands of newly arrived migrants to our city and country could find a home,

learn languages and cultures unfamiliar to them, and to which they could make their own contributions in turn?

We can (and should) let our imaginations run wild with possibility. As I have already alluded to, by definition a standardized model for school (re-)design is antithetical to the goal of making schools responsive to and reflective of community priorities. That noted, based on my own experience as a public school teacher, I would offer the following wish list of actionable priorities to planners and designers.

Accessibility is the most vital aspect for any democratic space. It means more than simply working elevators and ramps. Rather, buildings and rooms should be designed with ergonomics and accessibility for all types of bodies. This would mean designing spaces that support different types of learners. Designers would be well advised to consult with community members directly since so many disabilities are often invisible.

Non-gendered washroom spaces that are clean and safe, and not locked. Because, it is 2016.

Lose the standard classroom with rows of desks, chalkboards. Drab. Boring. Even depressing. Let's refresh the traditional classroom in ways that acknowledge that learning rarely happens most effectively when children are organized into static, silent rows facing the board/instructor rather than one another.

Allow for easy movement and reconfiguration of room use—nothing should be locked down. Classrooms should be multi-purpose in design and usage.

Create spaces that will make it easy for students to move in, through and around. There should be workspaces for building things and project-based learning, which can also be used for after-class and community programs.

Lighting should be soft and wherever possible, natural. While we're at it, let's add plants to as many spaces as possible.

All schools should be brought up to the highest level in terms ecological sustainability and, equally

importantly, students, staff and community members should be involved directly in practices which reduce the school's footprint.

All schools should include commercial kitchens, and not merely for a corporate-run cafeteria. All students should learn the basics of nutrition and healthy eating. These spaces could be used in tandem with community groups who have knowledge and skills to share with our kids. The necessity of this in a society where one-third of people are currently obese should be self-evident.

School grounds that would be intensively used for play, cultivation of plants (including food), science experiments, greenhouses, meeting spaces, grounds for athletics and natural spaces where people would actually choose to relax or connect with others.

Schools should include vibrant, creative spaces to serve as Learning Commons (think libraries plus) for school and community use. These spaces could be re-imagined to include a variety of digital media and technologies integrated for community use. They could even be harmonized with public libraries as part of larger community hubs.

All spaces could and in fact should be infused with art by students and local artists. Schools could become living showcases for our collective ingenuity. Community members would then see their lives and experiences reflected directly their schools.

None of this is beyond our capacity to change. But these re-imagined schools depend on funding, the kind that currently belongs only to the private sector.

For urban planners and designers, a task is waiting which should be as exciting as it is important: swinging a metaphorical (and perhaps corporeal) wrecking ball through the museum pieces that are our public schools. The current system was created from scratch almost a century and a half ago, and with far fewer of the resources, expertise or technologies we have at our disposal today.

*Michael Alex is a secondary school educator, yoga teacher and educational activist whose work on education reform is accessible at [www.teachlearnchange.org](http://www.teachlearnchange.org).*



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# Design Paranoia

By Cara Chellew

Its mundanity makes it innocuous. Its common sense approach makes it pervasive. But once you see it, it's impossible to stop noticing its use around the city. I'm talking about defensive urban design, also known as defensive or hostile architecture. It's used to guide behaviour in urban space by designing out specified uses of street furniture or the built environment as a form of crime prevention or protection of property. In Toronto, its use seems benevolent in the form of centre armrests on benches, specially designed ledges with varying angles to prevent skateboarding and lying down, and surveillance cameras that keep a watchful eye on the city.



Defensive urban design guides behaviour both physically and psychologically.

"When you're designed against, you know it," explains Ocean Howell, a former professional skateboarder and assistant professor of architectural history at the University of Oregon. "Other people might not see it, but you will. The message is clear: you are not a member of the public, at least not of the public that is welcome here." (Omidi, 2014)

Homeless residents in Toronto also know the purpose of the centre bar on public benches, the kind that are installed with public funds around the city. During my research on the topic, I interviewed a nurse who works with people who are homeless or under-housed and asked if her clients ever talk to her about the benches with the centre bar.

"All the time. They ask why, and why are they doing that? Sometimes that's the only place people can rest so people are forced to sleep sitting up," she responded.

Much of my research focused on the history and use of benches with centre armrests in Toronto as a practical method to prevent people from lying down on them. Not all new benches downtown have a centre bar and some old benches have bars bolted on years later. So who is in charge of making decisions regarding their location and use?

Unfortunately, I could not locate any information in the city's urban design guidelines, Parks Plan 2013-2017, streetscape manual, accessibility design guidelines, or official plan documents. Given that the use of the centre bar on benches is arbitrary in application, it is troublesome that there are no municipal policies or guidelines that govern its use.

Indeed, while looking at the websites of street furniture manufacturers I discovered that the choice as to whether to order benches with a centre bar is as

simple and uncontroversial as picking out the style and colour.

Defensive urban design is a component of the design philosophy Crime Prevention through Environmental Design, which evolved from Oscar Newman's 1973 work *Defensible Space*. This philosophy is based on the idea that the built environment can be designed in a way that prevents crime as well as the perception of crime. Influenced by Jane Jacobs' work on natural surveillance (eyes on the street) and territoriality, CPTED is built upon three strategies—natural access control, natural surveillance and territorial reinforcement.

While many aspects of CPTED seem to be beneficial, especially the idea of natural surveillance or "eyes on the street" where the presence of people and the knowledge of being watched creates the perception of safety, it also promotes design features that removes eyes in public spaces for fear of loiterers or so called undesirables. Thus, a tension is revealed where CPTED practices encourage the removal of amenities from public space as a way to curtail undesirable activity but the removal of amenities make places less attractive to visit, leading to fewer users and eyes in public spaces.

Fortunately, the City of Toronto recognizes the importance of creating social gathering spaces and activating public spaces with programming. It has increased the supply and maintenance of amenities like seating, washrooms, children's playgrounds, and off-leash areas. These amenities draw people into the spaces, making it safer for everyone.

In order to design and plan a truly inclusive and diverse city we must not shy away from difference and conflict in our public spaces. Using design as a technological solution to address social issues like



Nathan Philips Square, Queen St. West and Bay St.

IMAGES COURTESY CARA CHELLEW



substance use, mental illness and homelessness merely displaces the problem rather than confronting it. Rather than installing benches with centre bars, investments should be made in outreach services and programs such as the Parks Ambassador Program that works to connect homeless individuals in parks to shelters and other services.

When paranoia over undesired uses of public amenities dominates the planning and design process, we are left with mediocre public spaces that are inviting but not too inviting and with seating that's visually appealing and comfortable, but you wouldn't want to sit on for more than 10 minutes. So what are planning and design professionals to do?

To design flexible public spaces that can accommodate a large number of people, municipalities must recognize that the use of defensive design elements can interfere with the public's enjoyment of amenities. For example, a centre bar on a bench limits its use to two people of average size, while benches without it can accommodate three or four people comfortably. The centre bar also limits who can use the bench. People with different abilities may not be able to comfortably fit in between the bars, potentially conflicting with standards set by the *Accessibility for Ontarians with Disabilities Act*. In the case of design elements meant to deter skateboarders, people have to be careful not to trip over or accidentally

sit on metal protrusions embedded in ledges and seating areas.

Municipalities must develop guidelines governing the use of defensive urban designs as a means to increase accountability and to ensure the decision-making process is fair and transparent. They should spark a dialogue with people underrepresented in our current public consultation processes, such as those who are homeless or under-housed, to ensure our most marginalized community members have a voice in the planning and design process.

"It really comes down to having a conversation with different user groups, not just defaulting to a design solution where you put anti-skateboarding things on the side of something or the third rail on the bench. ... Then nobody has to talk about conflicts in public space. Nobody has to confront anyone else about anything. It's much healthier to have those conversations, which are difficult, and come up with better and more innovative solutions. That makes better communities too because then we're talking to people that we may not ordinarily have [talked to] before and understand where they're coming from," said Park People policy and research manager Jake Tobin Garrett.

After all, to paraphrase renowned geographer David Harvey, the type of city we create is reflective of the type of people we want to be.

Above left:  
Winchester Park,  
Ontario St. and  
Winchester St.  
Right: Bloor and  
Yonge, outside of  
the Hudson Bay  
Centre

*Cara Chellew is an MES planning candidate in the Faculty of Environmental Studies at York University. Her research interests include the regulation and design of public space. Thank you to Roger Keil and Antonio Gomez-Palacio for reviewing a draft of this article. Twitter: @CaraChellew.*

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## Public Realm

# Lessons Learned from Pokémon GO

By Kyle Gatchalian

As a kid I would tear through packs of double-A batteries playing the original Pokémon Gameboy games. Unsurprisingly, the release of Pokémon GO has been special for me, but only partly because it satisfies my nostalgia. What is most exciting to me about its release is its ability to draw crowds of people into the public spaces of cities. Pokémon GO is an inventive app that makes use of the camera and GPS utilities of smartphones to superimpose animations onto the real world as seen through players' screens.



As Pokémon GO is location-based and rewards users for walking, the game has done a pretty good job of getting people onto the street and contributing to the vibrancy of their neighbourhoods. I have seen people enjoy parks and trails as a direct result of this game and it excites me to imagine how future digital applications can be used to influence physical space.

At the same time, I am also cognizant of the ever-shrinking life spans of new technology. As of this writing, Pokémon GO has been available for a little over a month and I am already starting to grow tired of it. Consequently, I am not looking to Pokémon GO and the later technologies that it will inspire to directly prescribe the programs and designs of future physical spaces. New technology will likely be picked up and put down faster than we can build infrastructure. However, designers do need to consider an expanded definition of the public realm, as the line between physical and digital spaces blurs.

*Kyle Gatchalian is an intern landscape architect at DIALOG in Toronto.*



Physical and digital spaces blur

IMAGE COURTESY KYLE GATCHALIAN

*The OPPI Symposium in Hamilton October 5 and 6 promises to be a stimulating exposition exploring design of the public realm. Here are a few teasers to peak your interest*

ADAM NICKLIN

## On the Public Realm

**A**dam Nicklin, principal and co-founder of PUBLIC WORK, is a candidate member of OPPI and a landscape architect and urban designer with over 15 years of experience in the U.K., U.S.A., and Canada. Adam has successfully lead numerous large, multi-disciplinary teams in complex urban renewal and landscape projects.



His firm PUBLIC WORK focuses on the public realm through any means. Adam's vision is to help define Toronto through its public realm, to help Toronto achieve its identity—unlike other international cities such as Rome, Paris or London, which already have a fully established identity.

OPPI staff met with 2016 OPPI Symposium keynote Adam Nicklin to talk about the importance of the public realm and its contribution to vibrant communities. The conversation also touched on the role of planners in creating and fostering the public realm. The following text has been condensed and edited.

*The public realm is defined by more than public ownership; it is defined by the way people access and use the space. Population and societal pressures, big trends, such as intensification, and physical constraints compel us to think differently about what's classified as public realm. We've used up all our space so it is important to redefine what is public realm. And changing the rules opens up new opportunities for public realm access and use.*

*The public realm is a hub for culture and diversity. But elements need to be connected together and not separated from one another, for example the Under Gardiner project connects*

*various elements of the public realm together, and they are not necessarily viewed as a park. The public realm also needs to have a relationship with the natural environment. A good example of the public realm is in Ottawa where the city leverages and encourages the public to engage with its natural landscape and topography.*

*The measure of success is really how well public spaces work and if they encourage life to occupy them. I like a public place that plays on the strength of its context and looks born out of its surroundings. To design effective public realms you have to try to understand the energy and context of a place, to see the values and roll that into the design.*

*We mustn't be afraid to experiment, to test out theories and to move into practice—measure, adapt, refine and be prepared to change what doesn't work. Remember, revitalization isn't necessarily about what we build, but how people appropriate the space. Also, you have to consider the program and life of the space after it's built—how much does it take to care for the space, who has the sense of ownership for it. It is about stewardship.*

*Planners can elevate the topic of the public realm. They can encourage a measure of the public realm's importance and work to get people excited about the public realm. Planning is a good tool to collect meaningful data to influence change, and it is the planner's role to disentangle the data, perceptions and experiences to find common ground.*

*There are many challenges to the design and use of public spaces. One is to take winter as an opportunity. The maintenance and care of public spaces in winter is so important and contributes to a better public space. Also, creating spaces that link and connect to active transportation practices is another challenge.*

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# Complete Street Transformations in the GGH

By Neil Loewen & Brandon Quigley

A new book—Complete Street Transformations in the Greater Golden Horseshoe Region—focuses on nine streets in the Greater Golden Horseshoe that were redesigned to make them more complete and presents evidence to evaluate the effectiveness of each project.

The book provides illustrative descriptions of recent street transformation projects, and investigates how well complete street transformations are meeting goals such as increased active and sustainable transportation, improved safety, improved level of service for all users, and improvements to the surrounding environment. It also highlights the need to improve the way we track the outcomes of complete street transformations and other transportation capital projects. Many elements are not being evaluated in a consistent or systematic manner, making it difficult to conclusively say which designs, or features, are the most successful.

In some cases certain types of data are collected more often than others. The most common types of data collected concern changes in active and sustainable transportation usage and safety, while changes in the level of service and effects on the surrounding environment are measured less often. For example, pedestrian/cyclist counts are often collected just for the facility itself. As a result, it is difficult to determine if changes on a given street are causing a

network-wide impact on travel behavior, such as a neighbourhood-level travel mode shift.

Although there is room for improvement in terms of evaluation, the projects featured make a compelling case that complete street projects are effective in various urban contexts, particularly in terms of the numbers of people cycling, walking and taking public transit and increased safety. There is good reason to believe complete streets will be successful at supporting complete communities that work for people of all ages, abilities and modes of travel.

*Neil Loewen is a student member of OPPI and a recent graduate of Ryerson's School of Urban and Regional Planning (2016). Brandon Quigley is a pre-candidate member of OPPI and a recent graduate the York University Master in Environmental Studies (planning) program, and works as a researcher and educator on planning, transportation, and urban issues. Book authors: Nancy Smith Lea is the director of the Toronto Centre for Active Transportation at the Clean Air Partnership. Raktim Mitra is a professor of Urban and Regional Planning at Ryerson University. Paul Hess, RPP is a member of OPPI and an associate professor in the Department of Geography and Planning at the University of Toronto.*





# What would Jane Jacobs say?

By Sean Hertel, RPP & Markus Moos, RPP

Think of a recent development project in your town or city that ticks most of the boxes of smart growth: well-designed, compact, mixed-use, near or on transit, walkable, and including green elements such as a living wall or solar panels. You may have visited such a place lately to grab a coffee, shop, eat lunch or have a meeting. Maybe you live in one, or had a part in designing, proposing, approving or even building such a place. Now think of who that place serves and benefits, and what was there before. Think of who lives and/or works there, or who shops there. Think of what and who is included and excluded.

A champion of both vibrant urbanity and social inclusion, what would Jane Jacobs say about the current state of planning and development? She may very well say we're succeeding, but then again—given her love-hate relationship with professional planning—she may not. Astute readers of her work will know that diversity is one of the elements of cities that Jacobs valued highly, and was an attribute she argued must be preserved. She even warned against the influx of high-income earners into inner city neighbourhoods and the negative impacts this could have on diversity—one of

her fundamental measures of a successful neighbourhood. While planning and development is improving the living, working, mobility and recreational opportunities for a growing and diversifying population, these benefits are not evenly distributed or accessible to all people. Despite the best intentions, we know that these improvements are leaving some people behind. The planned mixed-use intensification of older main streets, for example, often displaces long-time residents and commercial tenants due to uplifts in property values. Similarly, public realm improvements can be targeted to areas that exhibit a track record of financial performance instead of areas that require improvements in pedestrian safety and amenities.

Join us at the Symposium to talk about the planned and unplanned social consequences of planning policies in Ontario.

*Sean Hertel, RPP, is a member of OPPI and CIP and is a Toronto-based consulting planner specializing in intensification policy formulation and implementation. He leads the inter-disciplinary (sub)urban and social equity research projects at York University's City Institute. Markus Moos, PhD, RPP, is a member of OPPI and CIP and is an associate professor in the School of Planning at the University of Waterloo where he is researching changing housing markets, generational change and the economy and social structure of cities.*

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# Blurred Lines: The Semi-Private Realm

By Jana Joyce

**W**hat is unique about Privately-Owned Publicly-Accessible Open Spaces, or POPS?

POPS are fast becoming a popular way to enhance the quality of the urban infill public realm. Each POPS' design is uniquely context specific to satisfy a particular community need. Some are designed to improve connectivity and programming opportunities, others to provide transition from the private to the public realm or to enhance a transit node, improve precinct permeability and/or balance the scale between built form and public open space.

POPS are typically developer-built and benefit from the economy of scale of the construction of the related private development. As such, with a little more budget in hand, unique and custom elements can be explored that would not normally be contemplated for a wholly municipal project. Landscape features such as custom lighting and furnishings, unique paving and water elements are often part of the POPS design.

Although publicly accessible, POPS remain in private ownership and are owner maintained. With a vested interest in the appearance and functioning of the space, owners typically provide a high level of long-term maintenance service. Thus POPS do not usually fall prey to urban vandalism and misuse. However, there are some growing pains that need to be mitigated as urban infill continues.

It is not uncommon for the priorities of the developer to be at odds with municipal objectives for site, for example. Constructive dialogue between the builders and the municipality is essential to finding common ground for the location, size and purpose of a POPS.

From another perspective, the cost of POPS' long-term maintenance is typically folded into condominium agreements, essentially being passed on to the building occupants. Rationalizing the occupants' added maintenance costs for what is perceived as a public park, can be challenging. There is a risk that clients may go elsewhere, to condominiums without a POPS for which they must pay. Additionally, questions of liability can

cause concern as an injury sustained in the POPS due to site conditions, would be the responsibility of the owner.

*Jana Joyce, B.L.Arch, O.A.L.A., C.S.L.A., A.S.L.A., an associate at The MBTW Group, is a licensed Landscape Architect. Jana's professional experience has focused on the creation of vibrant places through the combined integration of place-specific attributes, greening initiatives and active transportation.*

# Green Infrastructure in Rural Communities

By Wayne Caldwell, RPP, Jaime Dubyna, Paul Kraehling, RPP (Ret.) & Jonathan Pauk

**T**he OMAFRA/University of Guelph research partnership is focussing on using natural systems to create the foundational elements for building healthy and resilient rural communities across Ontario. Green infrastructure is defined as natural elements that provide multifunctional benefits to both human communities and natural environments. The research has found that green infrastructure is often associated with urban areas where it is used in stormwater management and for providing greenspaces in highly impervious environs. In rural areas, natural elements are often taken for granted or seen as a development constraint.

Surveys were sent to rural municipal leaders across the province to capture attitudes about green infrastructure and its use for innovative community purposes. Responses were far reaching and include examples such as naturalized parks and open spaces, source water protection, water quality improvements, protection of wetland habitats, sustainable forestry practices, re-greening efforts, natural heritage protection, local food production, soil erosion controls and active transportation and recreational trail systems. A final report will be released in the fall of 2016.

*Wayne J. Caldwell Ph.D., RPP is a member and former president of OPPI, a member of CIP and the director of the School of Environmental Design and Rural Development at the University of Guelph. Paul Kraehling RPP (Ret.) is a retired member of OPPI and a PhD candidate in the Rural Studies*



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program at the University of Guelph. Jaime Dubyna is looking to graduate from the Rural Planning and Development program at the University of Guelph in the fall. Jonathan Pauk is a student member of OPPI and is enrolled in the University of Guelph, Rural Planning and Development program.

## Understanding the Consequences

By Nicole Swerhun, Ian Malczewski, RPP, Yulia Pak & Matthew Wheatley and Casey Craig

For many planners, community design processes can be exercises in frustration. On one hand, planners have to provide professional expertise; on the other, they have to involve and listen to many different audiences that often have differing opinions about desired outcomes. How can planners balance their role as advocates for good design with their role as facilitators working to find common ground among different interests?

Our team has developed a handful of strategies to help balance these roles. One, which we call “promoting understanding,” has proven to be especially useful in community design. We’ve applied this strategy in the design of streetscapes, parks, wayfinding systems and many others. And we’ve learned that community design processes are more likely to gain the support of the people involved in the process when those people understand the consequences associated with different choices. In good processes, both participants and decision-makers are better equipped to understand the consequences of different choices. Three examples illustrate the value of this strategy.

Working with the City of Toronto’s parks, forestry, and recreation staff, our team partnered with Victor Ford and Associates to engage communities in the design of Lisgar Park, a new park in Toronto’s West Queen West neighbourhood. While asking people what they would like to see in the park, the project team told participants the available budget and the relative cost of different elements that could go into the design (including landscaping, lighting and surfacing). Armed with this information, participants understood the consequences of different design choices and were able to provide high-quality feedback about design priorities.

In this case, participants urged the team to design a park

that was both a great community park and an arts venue. By understanding the vision for the park, the city was able to present a compelling plan that reflected participants’ input and earned their support.

In another example, we helped design and run the engagement process for Eglinton Connects, a study looking at how to design the streetscape for a 19-kilometre street in Toronto (connected to a major public transit investment), as part of a multi-disciplinary team led by Brook McIlroy. With the vast majority of the rapid transit being relocated underground, one of the central issues was figuring out how to allocate the road space to accommodate cars, trees, cyclists, business operations and other street elements. Our team gave public meeting participants cross sections of the street and cards representing different streetscape elements scaled to the cross sections. By placing these cards on top of the cross sections, participants understood the consequences of different design options on other street elements and street users, informing their feedback and advice to the city.

By learning the impacts a proposed dedicated bike lane could have on local business operations, city staff was able to propose a design that accommodated business-related parking, servicing and delivery.

With a team led by Steer Davies Gleave we delivered an engagement process around the design of Toronto’s pedestrian wayfinding system. The city and its consultant team needed to engage stakeholders on how to create a hierarchy for the kinds of information the wayfinding maps would include. We provided stakeholders with a list of the kinds of information that might be included—such as transit stops, hotels, historic sites—and asked them to arrange these in priority order. Through this process and discussion about who the end-users of the system would be, participants understood it was impossible to map everything and maintain legibility. They contributed thoughtful insights on how to best meet map users’ information needs.

By creating the conditions through which design teams can learn from stakeholders (and participants can learn from each other), planners can create processes that advance good planning and build the relationships necessary for projects to succeed.

Nicole Swerhun, Ian Malczewski, RPP, Yulia Pak and Matthew Wheatley are facilitators at *Swerhun Facilitation*, a Toronto-based firm that specializes in designing, conducting and documenting engagement processes.



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## PRESIDENT'S MESSAGE

# A Year of Accomplishments

By Andrea Bourrie, RPP

**R**eflecting on the first year of my term as OPPI President, I am proud of our accomplishments. Together we have tackled significant issues and celebrated important milestones.

First, the [Inspire OPPI Strategic Plan](#). It reflects Council's confidence in the future of planning in Ontario and the critical role members will play in that future. It embodies a commitment to protect and further the public interest. Thank you to Jason Ferrigan and his team for engaging so many members in charting the Institute's way forward.



Inspire OPPI challenges us to get involved, to help raise the level of planning practice across the province. It focuses our activities and helps us to allocate resources to advance the profession and the organization. For example, it enables us to support the

tremendous efforts going into our policy submissions, which help the profession influence the shape of provincial policy. Currently over 100 OPPI volunteers, under the leadership of Rob Voigt and six chairs of the Planning Issues Strategy Groups, are working on responses to 12 provincial reviews of planning-related legislation. At the same time volunteers are drafting a Call to Action: Healthy Communities and Planning for the Public Realm.

Second, the upcoming introduction of a private member's bill updating the *OPPI Act*. The bill will update the *OPPI Act* and formalize much of what we are already doing with respect to managing and building confidence in the planning profession. Years of hard work, led by Ann Joyner and the [Professional Regulation Strategy Group](#), is culminating in the introduction of a Private Members Public Bill by MPP Peter Milczyn at Queen's Park in October.

Third, District Leadership Teams. This year's District Forum tackled the evolving role of the OPPI Districts and envisioned a shift in structure and function over the next four years. Participants delved into the lofty and the nitty gritty and came away with practical suggestions for sharing across districts, ensuring leadership continuity, and reaching out to members and other stakeholders.

At the national level, OPPI members were strong voices in confirming a new CIP in July with the passing of by-laws and the election of a new board. This marks a new relationship between the provincial/ territorial Institutes/associations and CIP as eight independent organizations. OPPI continues to support a robust national voice for planning.

I look forward to connecting with you at the [2016 OPPI Symposium](#) in Hamilton October 5 and 6. Learn what experts have to say about designing the public realm. Participate in the AGM. Talk to me.

I am proud of how the OPPI membership has engaged to define and deliver our professional mandate, as well as have some fun in the process! Continue to be engaged, be committed and be inspired.

## PROFESSIONAL STANDARDS BOARD

# New Faces at the Professional Standards Board

**O**PPi Council says congratulations and thank you to Bruce Singbush, RPP who was recently elected to the [Professional Standards Board](#), and to Bruce Curtis, RPP who finished up his inaugural four-year term as PSB director and secretary-treasurer.

Mary Lou Tanner, RPP is now Ontario's representative on the national Professional Education & Exam Committee, taking over from Bruce Singbush, who served for a three-year term. Tracey Ehl, RPP continues in her role on the national Accreditation Program Committee.



Bruce Singbush



Bruce Curtis



Mary Lou Tanner



Tracey Ehl



OUTREACH COMMITTEE

# Connecting New Planners to the Profession

Chris Wicke, RPP & Pam Duesling, RPP

If you are a student or a new graduate, it's likely that you will have spoken with the OPPI Outreach Committee recently. The outreach team embodies a continuing commitment from the profession to guide and assist the next generation of planners in Ontario.

Members of the Outreach Committee act as a liaison with planning students from all accredited planning programs in Ontario. The members visited students at the six universities that offer planning programs to explain what the Institute does and how students can be a part of it. We visit again close to graduation to offer more in-depth information about the path to becoming a Registered Professional Planner, as well as insights and tips for working in the planning profession.

The Outreach Committee also meets annually in the fall with all members of the Student Liaison Committee to discuss issues and options facing student members in the planning profession,



Chris Wicke



Pam Duesling

and to receive feedback as to how to best serve the needs of our newest members. It's a great way to meet face-to-face with our up-and-coming colleagues, and it's inspiring for all to share ideas.

The Outreach Committee also evaluates applications and chooses a successful candidate for each of three OPPI scholarships. We are consistently impressed with the quality of applicants in terms of their passion for planning and their drive to make a positive change. Winners of this year's awards will be announced at the OPPI Symposium in Hamilton in October.

Our next challenge is to strategize an effective way to familiarize large numbers of undergraduate students with planning at a key juncture in their professional career.

The Outreach Committee's volunteer efforts are a vital part of OPPI's future. Watch out, fellow Ontario RPPs, the next generation of planners are brilliant, sophisticated and ready to take on the profession. Thank you Outreach Committee for all that you do!

*Chris Wicke, MCIP, RPP, LEED AP, is a member of OPPI and a senior planner for the City of Kingston. Pam Duesling, MEAS, MCIP, RPP, Ec.D, CMMIII, is a member of OPPI and the manager of community planning in Norfolk County where her children are 7<sup>th</sup> generation to live on their family farm.*

### Outreach Committee Members

*Chair and Queen's University*  
Chris Wicke, RPP  
*Guelph / Waterloo*  
Pam Duesling, RPP  
*Guelph / Waterloo*  
Kendra Murphy, RPP

*Ryerson and Toronto*  
Christine Furtado  
*York University*  
Nancy Reid, RPP  
*Student Delegate*  
Scott Plante  
*OPPI Staff*  
Rupendra Pant & Brian Brophy



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# Congratulations!

## Full Members who became certified as Registered Professional Planners

Congratulations to our 79 Full Members who successfully completed their certification over the past year and became certified as Registered Professional Planners. The title RPP signifies both their achievement and their pledge to abide by OPPI's Professional Code of Practice. We applaud their commitment to the public interest, to quality professional standards and to advancing healthy and sustainable communities.

Faranak Amirsalari  
Jordana Antonelli  
Amanda Bathe  
Jessica Bester  
Andrea Betty  
Ivan Burton  
Aaron Butler  
Jennifer Catarino  
Sarah Cellini  
Arthur Churchyard  
Robert Clackett  
Ilda Cordeiro  
Jodi Courchaine  
Lisa Courtney  
Lindsay Cudmore  
Michelle Cutts  
Julia Cziraky  
Stuart David

Rukshan de Silva  
Larysa Dubicki  
Amanda Dunn  
Emily Elliott  
Kristie Ellis  
Danielle Fama  
David Ferro  
Michael Fry  
Juhong (Grace) Gao  
Andrea Garcia  
Jennifer Garrah  
Megan Gereghy  
Kristen Harrison  
Timothy Hayward  
Janice Hogg  
Sharon Hong  
Ryan Jacques  
Jana Kelemen

Cheryl Kelley  
Jordan Kemp  
Mark Kitzelmann  
Stephanie Kwast  
Benjamin Larson  
Adam Layton  
Shawn Legere  
Paul Lewkowicz  
Graham Macdonald  
Susanne MacDonald  
Julie Mah  
Sarah McCormick  
Paul McCorquodale  
Sean McCullough  
Christopher Meek  
Nick Michael  
Laura Moebs  
Michael Noble

Sean Norman  
Erin O'Connor  
Katherine Kyungaie Park  
Natalie Persaud  
Morgan Poole  
Shawn Postma  
Aimee Pugao  
Alison Ryder  
Emily Sangster  
Larry Sarris  
Michael Scott  
Tyler Slaght  
Scott Smith

Anita Sott  
Genya Stefanoff  
Jenny Thyagarajah  
Vrinda Vaidyanathan  
Ryan Vandenburg  
Jakob Vandorp  
Michael Vidoni  
John Vos  
Duran Wedderburn  
Adam Wright  
Paula Wubbenhorst  
Mila Yeung

The notice is accurate at the time of publication. For questions regarding membership, please email [membership@ontarioplanners.ca](mailto:membership@ontarioplanners.ca) or call 416.483.1873 ext. 222.

## The following members have resigned or have been removed from the register

The following Full Members have resigned in good standing from OPPI for the 2016 membership year.

Carl Amrhein  
Brent Barnes  
David Becker  
Norman Breitner  
John Calvert  
R. Carl Cannon  
Shawn Chevalier  
Peter Colosimo  
J. Douglas Corbett  
James Coughlin  
A. Ruth Coursey  
Robert Cutler  
Alexandre de Lorimier  
Michael DeAngelis

Donald Drackley  
Noreen Dunphy  
Christopher Edey  
Robert Freeman  
Catherine Gravely  
Bryan Hill  
Yuri Huminiłowycz  
Gerald Jorden  
Carolyn Kearns  
Susan Keir  
Alina Kelly  
Kristina la Fleur  
Omar Lababidi  
Patrick Legault

Trudy Paterson  
Aimee Powell  
Owen Quinn  
Frank Reiss  
Douglas Robertson  
Edward Salisbury  
Susan Schiller  
David Schulz  
John Seldon  
John Stevens  
C. Andres Velez-Guerra  
Keith Vogl  
Phillip Weinstein  
Ho-Kwan Wong

The following Full Members have been removed from the register for non-payment of membership fees for 2016.

John Ames  
Trevor Anderson  
Shirley Bailey  
Stephanie del Campo  
Paula Dill  
Jo-Anne Egan  
Joseph Gallivan  
Lorraine Huinink  
Michael Jones  
Sophie Malcangi

Blair Murdoch  
Terry Sararas  
Richard Schwarzer  
John Shydrowsky  
Paulo Stellato  
Laurie Wheeler  
Marco Winter  
John Wright  
Peter Zimmerman

The following Full Members have been removed from the register for non-compliance with the full Continuous Professional Learning requirement.

Frank Bon  
Solange Desautel  
Emma Docherty  
Nikolaos Gougoulis  
Dennis Gratton

Jean Monteith  
Larry Morrison  
Tom Slomke  
Mitchell Stambler

Notice accurate at the time of going to press. For questions, email [membership@ontarioplanners.ca](mailto:membership@ontarioplanners.ca) or call Rupendra Pant at 416-483-1873 Ext. 222



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## Continuous Professional Learning

Before you know it, 2016 will be coming to an end. Remember to log your **Continuous Professional Learning** activities. OPPI does not assign Learning Units, but leaves that up to members to self-assess. CPL includes formal and programmed activities such as taking courses and attending conferences and workshops, as well as self-directed activities like reading, mentoring and volunteering. Questions about CPL? Have a look through the **CPL Program Guide** and log your **CPL Units**.



**LETTERS TO THE EDITOR** Members are encouraged to send letters about content in the *Ontario Planning Journal* to the [editor](#). Please direct comments or questions about Institute activities to the OPPI president at the OPPI office or by email to the [executive director](#). Keep letters under 150 words. Letters may be edited for length and clarity.

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